

GGC Presentation

Introduction

Introduce 1) Yourself, 2) the team and 3) the game.



Presentation Modules

- **Goal**
 - What kind of experience are you providing?

Presentation Modules

- **Goal**
 - What did you want to explore? Is this an experiment?
 - What is the idea being carried by this game?

- Why is your experience different?
 - What distinguishes your game?

- **Audience** - for who is this game?

- **Insert Video or Footage of Game**

Play and Features

- Name **Key** Feature
 - Is it narrative? What does the narrative do?

- Motivate the synaesthetic style:
 - Animation
 - Sound
 - Visuals
 - Controls
- What are they trying to express?

- **Different input device** than keyboard/mouse/console controller? How does this affect the game? Do not go through your controls, unless they are a major feature!

End properly:

Thank you for listening, see you at Gather.town etc.

Some general presentation do's and don'ts

- Keep **the** same font and *expression* throughout

Some general presentation do's and don'ts

- Keep text no smaller than 24 points
- And shy away from walls of texts - you are not supposed to read off the screen

Some general presentation do's and don'ts

- You are selling this project you did, but you are not selling it for money
- Shine light on the good parts
- But do not pretend to be the Sales VP of Activision

Some general presentation do's and don'ts

- Keep things happening up here
- Try and introduce a something new every 15 - 30 seconds, so to avoid meandering on a single topic

Use inclusive language

- Hello guys! is less inclusive than Hello everyone!
- Remember that people have super-many ways to define themselves: Consider marriage, gender, ethnicity, sexual orientation and so on.
- Try to avoid to assume anything about the audience, except that they are your jurors.
- **bit.ly/inclusiveggc**

Points of order:

- 5 minutes to present, 5 minutes for questions
- You will present on your computer on zoom
- The jury will play the games during the 'Booth Crawl'